

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



AUTHORIZED REPAIR CENTERS™
1-800-255-3700

EmuMovies

© Disney. All rights reserved.

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN U.S.A.

Nintendo

GAME BOY **COLOR**

U/DMG-AVUE-USA

Disney's
Beauty and the BEAST
A Board Game Adventure

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY/GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

© Disney. All rights reserved.
Unauthorized duplication is a violation of applicable laws. Licensed to Nintendo.
TM, ® and the Game Boy Color logo are trademarks of Nintendo of America Inc.
© 1999 Nintendo of America Inc.



Left Field
Productions



Thank you for selecting the Disney's Beauty and the Beast: A Board Game Adventure Game Pak for your Nintendo® Game Boy® system. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

CONTENTS

Controls	3
Starting the Game	6
Story Game	7
Board Game	9
Playing the Game	11
The Board	13
Results Screen	15
Mini-Games	16
Practice Game	21
Challenge Mode	21
Options	22
Warranty & Service Information	26

NEED HELP WITH A GAME?

For free, automated game play tips and news, call Nintendo's Power Line at:

1-425-885-7529

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707 (U.S. \$1.50 per minute) 1-900-451-4400 (Canada \$2.00 per minute)

6 a.m. - 9 p.m. Pacific time, Monday - Saturday, 6 a.m. - 7 p.m. Sunday

Callers under age 18 need to obtain parental permission to call (prices subject to change).

Controls



+ Control Pad
Menu Screen
Move and highlight choices

START
Menu Screen
Make a selection
Text Screen
Skip all the text screens and go straight to the game
During a Game
Pause / Return to the game

A Button
Menu Screen
Make a selection
Text Screen
Go on to the next screen

B Button
Menu Screen
Cancel a selection and go back one step
Text Screen
Go on to the next screen





Starting the Game

Game Select Screen

Insert the Game Pak into your Game Boy and turn it ON. The first time you play, the Game



Select screen will appear. Use the + Control Pad to scroll through the choices, and press the A Button to make your selection.

Saved Game Screen

If you turn the Game Boy OFF in the middle of a Story Game or



Board Game, your game will automatically be saved for you. The next time you turn the Game Boy ON, the Saved Game screen will appear.

Choose Continue to pick up your previous game right where you left off.

If you choose Delete, another screen will appear to make sure you want to delete your game. If you choose No, you will return to the Saved Game screen. If you choose Yes, you will return to the Game Select screen, and your previous game will be erased.

Story Game

The Story

Gaston has convinced the townspeople that the Beast is dangerous and must be destroyed! With Belle and her father Maurice locked away in the cellar, Gaston and his mob begin their charge to the castle. As they storm through the woods with torches held high, their chilling chant of "Kill the Beast!" rings menacingly throughout the night.

Luckily, Chip went unnoticed by the evil band, and he knows he must do something quick! Though it takes all his energy, the little cup is finally able to get the wood-chopping contraption working. The machine breaks through the cellar door, freeing Belle—but Gaston already has a mighty head start. Will Belle be able to reach the castle first and warn the Beast before it's too late?

Starting the Game

The Story Game is a single-player version of the Board Game.



First, set the difficulty level to Easy, Medium or Hard. At higher difficulty levels, the mini-games get harder.

Next, choose which board you will play. Only the Village Board is available at first. However, once you have beaten Gaston on this first board, the second board will become available. Win on the second board, and you'll gain access to the third—and final—board.



After a brief introduction, you will see a picture of the entire board. Belle's position is indicated by a dot with a B above it. Gaston's location is marked by a dot and a G.

You will begin your adventure at the Start Square at the bottom of the board. After each of Belle's turns, Gaston will

get closer to the Finish Square. Beat Gaston to the Finish Squares on the Village and Forest Boards to move on to the Castle Board. Reach the Finish Square on the Castle Board before Gaston to warn the Beast!



Board Game

Player Select Screen

Up to 4 players may compete in the Board Game, playing as Belle, Beast, Mrs. Potts or Lumiere. Choose one of the following for each character:



For each human player, set the difficulty level to easy (one star), medium (two stars) or hard (three stars). Set each computer player's ability to weak (one star), average (two stars) or strong (three stars). Once you have set the difficulty levels, press the A Button to begin the game.

Starting the Game

In the Board Game, you may play on any of the boards you have unlocked in the Story Game (see pg. 8). There are also four additional boards you may play in the Board Game, but only one—the Cottage Board—is available at first. To open the other three, you must complete the Practice Games.

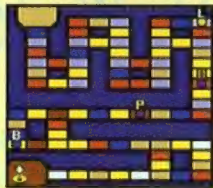


Finishing all the mini-games on the easy level will open one board, while completing them all on the medium and hard levels will open the other two.

The player who goes first will be selected randomly, then turn order will continue clockwise around the table. A screen will appear before each player's turn, indicating who's turn it is.



At the beginning of each player's turn, you will see a picture of the entire board. Each character's position is marked by a dot and an initial: Belle - B (the B will be blue when using the Game Boy Color system), Beast - B (a brown B when using Game Boy Color), Mrs. Potts - P and Lumiere - L.



Each player will begin from the Start Square at the bottom of the board. The first player to reach the Finish Square at the top of the board wins!

Playing the Game

The Flow of the Game

Step 1: Roll Your Die

On your turn, press the A Button to roll your die. Any bonuses and/or penalties you may have will be added to the number rolled, and your character will move that many spaces around the board.



Step 2: Event or Mini-Game

The square you land on will determine the event that happens or which mini-game you will play. (For details on what each square does, see pg. 13.) Press the A Button to begin the mini-game or event. (For a description of each mini-game,

see pg. 16).

Step 3: Pass the Die

Board Game: After you finish your mini-game or event, the next player's turn begins. You will see the entire board again, this time with each character's new position. Press the A Button to roll the die for the next player, and their turn begins.

Story Game: After finishing your mini-game or event, Gaston will get closer to the Finish Square. Then you will see the entire board again, this time with each character's new position. Press the A Button to roll the die and begin your next turn.

Pausing the Game

During a mini-game, press START to pause. To return to the game, simply press START again.

Quitting the Game

If you reach the Finish Square before Gaston on the Village or Forest Board in the Story Game, you will advance to the next board. The game will end once you beat Gaston to the Finish Square on the Castle Board or if Gaston beats you to the Finish Square on any board. The Board Game will end as soon as any character reaches the Finish Square. To quit a game before that happens, turn the Game Boy OFF; your game will automatically be saved for you. The next time you turn the Game Boy ON, you will have the option to return to your previous game or to delete it. (See pg. 6 for further details.)



The Board

Start Square: This is where your character will start the game. It is located at the bottom of the board and is marked with a large B.

Finish Square: This is your final goal. You'll find this square, indicated by a large, stained-glass rose, at the top of the board.

Mini-Game Square: The majority of squares on the board are Mini-Game Squares. If you land on one, you must play the mini-game indicated. (For instructions on how to play each mini-game, see pg. 16.)



Crazy Chopper



Beast's Battle



Le Fou's Gallery



Where's Chip?



Cogsworth's Trivia



Poochy Paw Prints



Matching Doors



Lumiere's Leaks



Belle's Ride



Mrs. Potts' Peril

Star Square: Each time you land on this square, you'll receive three bonus stars and get to play the bonus game!

Enchantress Square: You'll only find the enchantress in the Board Game. When you land on her square, something good is sure to happen...

Gaston's Grief Square: Land here in the Board Game, and Gaston will challenge you to a game. If you complete one stage of the game perfectly, Gaston will let you pass. However, if you fail, he's got something dastardly up his sleeve...

Magic Mirror Square: The Magic Mirror will randomly select a mini-game for you to play.

Secret Passage: Guards block certain paths in the Board Game. If you end your turn in front of one of the guards, he will let you use the secret passage to take a shortcut on your next turn!



Results Screen



At the end of most mini-games, a Results Screen like this one will be displayed.

Stars

The total number of stars you've collected throughout the game will be displayed. Once you've collected three stars, you'll get to play a special bonus game!

Stage and Award

For most mini-games, you will get an award for each stage you complete, as follows:

No stages complete	Oh Dear!	Subtract 1 from your next die roll.
Complete Stage 1	Well Done!	Add 1 to your next die roll.
Complete Stage 2	Superstar!	Add 2 to your next die roll.
Complete Game	Superstar!	Add 4 to your next die roll.

Mini-Games

Belle's Ride

Goal: Help Belle ride Phillippe past the perils in the woods. As Phillippe charges forward, you must jump and duck to avoid the wolves, bats and other obstacles in your way.

Moves:

A Button: Jump

B Button / + on + Control Pad: Duck

→ on + Control Pad: Move faster

← on + Control Pad: Slow down

Star: Make Phillippe jump to grab it.

Tips: Hold down the A Button or → on the + Control Pad to jump farther. You can also speed up or slow down while in mid-air.



Beast's Battle

Goal: Belle has been attacked in the woods by vicious wolves. The Beast must bravely fight them off in order to save her... and himself.

Moves:

↓ on + Control Pad: Duck

↑ on + Control Pad: Jump

→ on + Control Pad: Punch right

← on + Control Pad: Punch left

Star: Jump, duck or punch to get it.

Tip: The flashing arrows indicate the direction from which the next wolf will attack.



Crazy Chopper

Goal: Maurice must catch the wood with his spring cart and bounce it over to the wood pile on the other side of the room.

Moves:

A Button / → on the + Control Pad: Move the cart right

B Button / ← on the + Control Pad: Move the cart left

Star: Catch the star with the cart, just as if it were a log.

Tip: The speed and trajectory of each log will stay the same all the way across the room. If a log slowly bounces high into the air and comes down one space over, it will continue that pattern until it reaches the wood pile.



Mrs. Potts' Peril

Goal: Chip spilled the pepper, and it's making the stove sneeze! Now Mrs. Potts must pour water on the flames before they reach the powder kegs.

Moves:

+ Control Pad: Move Mrs. Potts

A or B Button: Collect water at the pumps and spray water at the flames

Star: Move Mrs. Potts to the shelf where the star appears.

Tips: Mrs. Potts can spray water five times before needing to refill. Don't leave a fire too long, or it will spread. The larger the fire, the faster it burns!



Le Fou's Gallery

Goal: Prove you can shoot better than Gaston! Shoot the good targets and avoid the bad ones.

Moves:

+ Control Pad: Aim

A or B Button: Shoot

Star: When Le Fou appears with an apple on his head, shoot the apple to collect a star.

Tip: Clocks and hearts are always good targets, but bombs are always bad ones.



Poochy Paw Prints

Goal: Poochy jumped all over the clean furniture. Now you've got to dust the paw prints in the same order they were left!

Moves:

+ Control Pad: Jump onto the furniture

Star: Jump to the place where the star appears.

Tip: Poochy follows the same pattern in each stage. However, in each successive stage, he adds a few more steps to the end.



Where's Chip?

Goal: Keep your eye on the cups and pick which one's Chip.

Moves:

← and → on the + Control Pad: Move arrow

A Button: Pick a cup

Star: When the star appears, all you have to do is complete the next stage. Once you do, press the A Button to collect the star.

Tip: Don't blink!



Lumiere's Leaks

Goal: Evaporate the water drops with Lumiere's flames before they flood the cellar... and Lumiere!

Moves:

← and → on the + Control Pad: Move Lumiere

Star: Catch the falling star, just like you would a water drop.

Tips: Too many water drops will extinguish a flame. Let each flame recover before catching another drop with it. Also, the water level will go down slightly each time you complete a round.



Matching Doors

Goal: Open the doors to reveal the pictures that match.

Moves:

+ Control Pad: Move the cursor

A Button: Open a door

Star: You can't get a star in this game!

Tips: If you remember what's behind a certain door, don't open it again until you've found its match.



Cogsworth's Trivia

Goal: Correctly answer a question based on the Disney movie, *Beauty and the Beast*.

Moves:

← and → on the + Control Pad: Highlight answer

A Button: Answer the question

Star: Sorry! No stars this time!

Tip: The faster you answer, the better your reward.



Practice Game

Press \blacktriangleleft and \blacktriangleright on the \blacktriangleleft Control Pad to scroll through the available mini-games.



Press \blacktriangleleft and \blacktriangleright on the \blacktriangleleft Control Pad to choose an Easy, Medium or Hard difficulty level. Then press the A Button to start the game. Try to complete three stages in each game.

Check marks on the Game Select screen indicate which difficulty levels you've completed. Once you've completed all the mini-games on each difficulty level, you'll open a new board in the Board Game (see pg. 9).

Challenge Mode

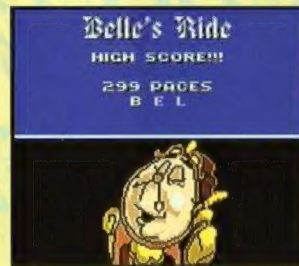
Press \blacktriangleleft and \blacktriangleright on the \blacktriangleleft Control Pad to scroll through the available mini-games. Press \blacktriangleleft and \blacktriangleright on the \blacktriangleleft Control Pad to choose an Easy or Hard game. The high score is listed for each difficulty level on each game.



There are no stages to complete in the Challenge Mode. Simply play until you miss.

Options

Music: Turn the music in the game On or Off.
Clear Memory: Erase all high scores in the Challenge Mode and close all unlocked boards.
Song: Hear the music used in the game. To stop a song, choose Song 000 and press the A Button.



If you beat the current high score, you can enter your own initials. Press \blacktriangleleft and \blacktriangleright on the \blacktriangleleft Control Pad to scroll through the letters. Press the A Button to enter a letter and move on to the next initial. If you make a mistake, press the B Button to go back to the last initial.





Important:

REV. B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo Licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

REV. K

Warranty & Service Information

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER™. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest

NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.